

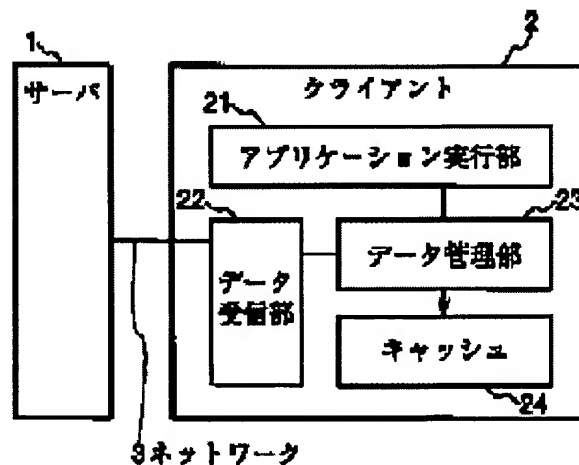
CLIENT-SERVER SYSTEM, CACHE MANAGEMENT METHOD AND RECORDING MEDIUM

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Abstract of JP10289219

PROBLEM TO BE SOLVED: To speedily and also efficiently access data broadcasted by a server on a client side. **SOLUTION:** A data managing part 23 of a client 2 calculates an access acceleration effect Z about each data that is sent from a server 1 in a broadcast system based on an expression $Z=(W+S)*P/L$. In the expression, W is mean wait time of each data, S is transmission time of each data, L is the size of each data, and P is a probability with which an application access each data. The part 23 preferentially stores data in cache 24 in order of large value of the effect Z. When the size of data that is an object to be stored is smaller than empty capacity of the cache 24, data whose priority is low is stored in the cache 24.



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